

## COLUMNS

Columns is a game in where you have to remove stones and get points so, in this way, you could beat the stone removing world record. It is based on the original by SEGA, a game that went down in history in the 90's; even more, nowadays they continue releasing new versions with new options but with the original idea: to remove gems in blocks of three or more.

## GAME

There are two ways of playing Columns. The first is the classic one -it's very easy-. You have to remove the maximum number of stones before the time ends or the stones fill the screen and you die crushed.

The second one is by levels: Once upon a time there was a little princess that was safe placed at the top of a pyramid so that a good looking blue prince saved it and he took it in marriage. As in pretty traditional stories, we have to rescue the imprisoned princess in the pyramid. In order to arrive at her we must go advancing rooms. Each room is a level and the more close we are the more difficult will be to pass because the stones we have to retire will be more and more, they will fall faster and the time will be less and less.

But not all are bad news, whenever we complete a room we get 10 extra second and whenever we remove stones in amount greater than three, we also get more extra time. Will we rescue to the little princess? Take into account that this is a race against the clock, so is necessary to work quickly or the time finishes and you will end up resting underneath a stone tower, as many others candidates to rescue princess Genara do.

Whenever you surpass a level you will see a map pointing where you are, then you will enter in a clear room in witch you will have to retire more stones. Thus until the end, until you rescue to the princess. Good luck.

## CONTROLS

### AMSTRAD

The stone control is using the next keys:

- O: Left
- P: Right
- Q: Rotate
- A: Down fast



loading screen (amstrad)



**CEZTeam**

a computeremulation division

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© version original CPC - ESP SOFT



anjuel

loading screen (spectrum)



1 EASY  
2 NORMAL  
3 EXPERT  
4 NO LEVELS 4  
5 LEVELS  
6 CREDITS  
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menu (amstrad)

## SPECTRUM

You may choose Joystick or Keyboard (redefinible). These are the preconfigured keys:

O: Left  
P: Right  
A: Down fast  
Sp: Rotate  
H: Pause  
G: Abort  
6: Lower FX  
7: Raise FX  
5: Lower Music  
8: Raise Music

Beware, while the A key is pressed the stone block will fall quickly.



modo normal | normal mode (spectrum)

## AMSTRAD CPC MAKING OFF

(TO VIEW THE ZX SPECTRUM ONE, FOLLOW THIS LINK TO THE FORUM)

22/06/2004 The idea was to make a simple Columns for CPC as a part of a Assembler programming articles, after to have made a couple of exercises of drawing, movement and sprites collision . Immediately Litos is offered and begun with the design of sprites. We began with stone designs of 1x2 characters (1 width, 2 height). 23/06/2004 Urusergi quickly prepares the display screen of the game, the one that will be the definitive one. The first test of movement of the Columns is upload. There are no sprites, the stones are simulated with numbers. There is collision detection.

25/06/2004 Litos already has created sprites of stones. The colour trowel changes.

10/07/2004 We do sprites smaller, right to half of the height so that more lines fit. Now, when pressing the down key, the stones fall fast until the end. The logic of stone fall is so that a loop is crossed the same number of times before the stone falls a position. I don't like it, I want an independent number of movements with the cursor keys before the fall of the stone. I ask help for control time in assembler.

15/07/2004 Litos has created other visual improvements that are added. Still there is no line detection routine therefore is impossible to get points.

21/07/2004 Now is possible to make lines and get points but there is no code to down stones when a line is done. The stones of a line are deleted but the stones that are above don't fall. We are thinking in the menu screen and in the game over warning. Litos has prepared a character set that gives to Columns a new style, different from the classic (mainly in the numbers).



modo niveles | levels mode (amstrad)



level end (spectrum)

02/08/2004 Aesthetic changes to the program are done. Background colour changed, from blue to black. Score levels change, new panels for the scores are created. It gives a more professional aspect to the screen. Starkos will be the definitive player for music of the game. The Menu of beginning changes and it is put in Mode 0 and with a graphical title. The web page logo appears for the first time in the game.

05/08/2004 Litos has made new menu and credits that are added. We have problems with the background music and the sound effects. The game crashes when there are sound the effects and background music. Because of this, during few days we are thinking in abandon Starkos as player but at the end we decided not to make background music during the game. We already have music of the beginning menu, a funny one by D-o-s.

12/08/2004 Game screen modified. Some things are added to enhance the game physical aspect. I have spoken with Targhan, the Starkos programmer and he gives permission us to use it in the game. The game keys are changed, before they were cursor keys, now OPQA. Because of the cursor keys of Dragon's Lair's CPC don't work fine.

20/08/2004 We are now with the sound effects, finally won't be background music during the game. When doing lines the stones disappear with a small explosion. The game zone has been extended in a column, now are 6.

26/08/2004 We start to define the level change in the game. There will be a little map and 15 levels until arriving at the end of the game that we are thinking to prepare a special end. We are in contact with CEZ to add their logo in the game. We will make with them the distribution of the game so that it arrives at more people. D-o-s has designed the cover of the game and he is also developing Amstrad ESP logo.

01/09/2004 We have melodies in game menu, game over and change level, with a very professional sound.

02/09/2004 Some aesthetic changes. Intro has changed and the new logos of CEZ and Esp Soft are added.

03/09/2004 D-o-s modifies the music of level change (a better one, of course). He makes it longer.

07/09/2004 This is the last public version of Columns until the end release. Last intro is added, the Columns logo of the beginning changes. The credits change to make a reference to SEGA and Targhan, creator of player that we are using. These changes are not public but they appear in screenshots.

10/07/2004 The game has been finished awaiting the release day to publish it. The game has an end when it is played by levels but we are not going to show it. The screen of final game is very similar to the previous one (minor changes).



modo normal | normal mode (amstrad)



DARK SENTINEL  
CEZ TEAM  
CEZ GAMES STUDIO



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credits (spectrum)

Columns SEGA ©

Programa :Artaburu  
Arteses : Litos  
Música yfx : D-o-S  
Dart :Dart : Brusca

Música Player :  
Starkos by Targhan

credits (amstrad)

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Programa : Artaburu  
Gráficos : Litos  
Música y FX : D-o-S  
Pantalla de carga : Urusergi

Musica Player:  
Starrock by Targhan

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credits (amstrad)



#### AMSTRAD CPC

PROGRAM: Artaburu

Graphics: Litos

Music & FX: D-o-S

Loading screen: Urusergi

Cover picture: D-o-S

Music player: Targhan

Special thanks to SYX96 due to his technical support. And to all the people who have collaborated to this project with critics and advices.

#### SPECTRUM

PROGRAM: Iforeve (José Francisco López Berjano)

Graphics: Anjuel (Angel Lo Perez)

+ Gfx: Na\_Th\_An

Music & FX: Wyz (José Vicente Masó)

+ Music: KNM

Beta Testers: Tony Brazil (Javier Ortiz) & Konamito (Andrés Gil)

Hardware Tester: Beyker (Sergio Váquer)

Production: Karnevi (Jose Luis Veiga Sierra)

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